

## ABSTRACT

A method for determining the three-dimensional surface of an object comprises the phases of: defining (1) the coordinates of a plurality of points of said object; defining (2) a three-dimensional matrix of cells that contains said object to which a value can be associated; determining (3) the distance  
 5 between each centre of said cells of said three-dimensional matrix of cells and the closest point of said plurality of points of said object; setting (4) the value of several cells of said three-dimensional matrix of cells at a first preset value; determining (7) the value that each cell of said three-  
 10 dimensional matrix of cells assumes, with the exception of said several cells, by means of the following formula

$$F(\bar{x}_i, t+1) = \frac{F(\bar{x}_i, t) \cdot v_i + w \cdot \sum_j F(\bar{x}_j, t) \cdot v_j}{v_i + w \cdot \sum_j v_j}$$

where  $\bar{x}_i$  represents the coordinates of the centre of the  $i$ \_th cell,  
 $F(\bar{x}_i, t)$  represents the value of the  $i$ \_th cell at time  $t$ ,  
 $v_i$  represents said distance,  
 15  $w$  represents a second preset value, and  
 $j$  indicates a neighbourhood of cells of the  $i$ \_th cell;  
 determining (9) the sum in module of the variations of the value of each cell between the time  $t$  and the time  $t+1$ ; repeating (10) said phase of determining the value that each cell of said three-dimensional matrix of cells  
 20 assumes if said sum is greater than a third preset value. (Fig. 1).